

# One & Thousands

YOU ARE A RABBIT, A PROUD CREATURE GRANTED SPEED AND CUNNING BY THE GOD OF ALL ANIMALS. YOU ARE HUNTED BY PREDATORS. YOU ARE HUNTED BY YOUR OWN KIND. YOUR STRUGGLE IS BETWEEN YOUR OWN SURVIVAL AND THE SURVIVAL OF YOUR COLONY. A SEER FORETOLD DEATH FOR YOUR PEOPLE IF THEY DID NOT LISTEN. YOUR JOURNEY BEGINS WITH THE DEATH OF ALL YOU HAVE KNOWN.

## Who Listened?

Roll 1d6+1; this is the number of rabbits who escaped the slaughter. Describe them.

**STYLE** Tricky, Smart, Brave, Loyal, Resourceful, Cautious

**ROLE** Leader, Enforcer, Tracker, Forager, Seer, Doe

**OUTLOOK** A year is a lifetime for a wild rabbit. Seasons lived: one (**Curious**), two (**Devious**), two (**Wary**), three (**Devoted**), four (**Scarred**), more (**Wise**).

**NUMBER** Choose a number, from 2 to 5. A high number means being better at Self (self-interest; self-protection; escaping). A low number means being better at Group (self-sacrifice; needs of the many; group needs).

**NAME** Pick a nature name, like Rowan or Skye, or a descriptive one, like Biggest or Brownie.

**ASSETS** Start with all three; **amazing ears, an excellent sense of smell, and 360 degree vision.**

**GOAL** learn bravery, gain experience, find a mate, find a new home, prove worth, keep on being awesome (has nothing to prove).

## Your Burrow

now and again whenever you settle down somewhere new

This is home; many tunnels, dark and branching. It has two strengths: **deep, many exits, dry, tight, warm, loops.**

It also has a problem: **already occupied, inept leader, demoralized, near fox den, flood risk, only one sex left.**

Destroy the warren or add a new problem as soon as your rabbits feel safe.

## Rolling the Dice

When a rabbit does something risky, roll 1d6 to find out how it goes. If your rabbit is prepared, roll +1d. If style or outlook would help, roll +1d. If role matters, roll +1d. If an asset helps or this isn't the first time, roll +1d.

Roll your dice and compare each die result to your number.

If the act benefits just the one acting, roll under the number.

If the act benefits the group, roll over the number.

0 If none of the dice succeed, it all goes horribly wrong. Roll two Consequences.

1 if one die succeeds, the rabbit manages it, barely, at a cost. Roll one Consequence.

2 If two dice succeed, the rabbit does well. Roll two Consequences and pick one.

3 It's a critical success! Just one Consequence. You choose.

! If you roll the number exactly, a rabbit has a vision! Get special insight; ask an oracle question and answer it yourself. Change the action if you want, then roll again.

Helping: If more than one rabbit could do a task, you pick who rolls. If an ally can help, roll for them first. If they succeed, add +1d to the main roll.

## The Journey

As your heroes travel, they have *Encounters* that lead to *Consequences*. Consequences may affect any of your rabbits.

You win when you have a problem-free warren, a mating pair, and all survivors of the original colony still alive have achieved their goals.

## CONSEQUENCES

1	injury	3	new ally	5	lost resource or asset
2	death	4	lost ally	6	new resource or asset

## A THREAT

1	dog	4	owl
2	cat	5	rival
3	human	6	weather

## SEEKS TO

1	eat	4	kill
2	rebut	5	break
3	gain	6	drive off

## BY MEANS OF

1	treachery	4	guile
2	violence	5	accident
3	stealth	6	need

## WARREN NAME A

1	Berkham	4	Thistle
2	Barrows	5	Sedge
3	Port	6	Comfort

## WARREN NAME B

1	Bridge	4	Down
2	Hollow	5	Hill
3	Castle	6	-

## THIS PLACE

1	seems sweet; it's a trap	4	is ruled by a despot
2	is safe for now	5	lacks a vital resource
3	is claimed by a rival	6	is empty

## ENCOUNTERS (1-2)

1	a sudden vicious attack
2	an old resentment flares; in-fighting
3	an innocuous choice leads to a betrayal or ambush
4	a warren is found
5	a warren is found
6	someone has a vision of what's to come (roll again)

## ORACLE: ROLL 2D6

10+	yes and	7-9	yes but	6-	no and
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*One & Thousands* is by Tam H.

*katamoiran rpgs*

Inspired by *Watership Down* and by Chad Robb, who has a sense of humor and suggested tables.

Based on *Lasers & Feelings: the DoubleClicks* tribute RPG by John Harper.

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# More Tables Edition

## COAT COLOR

	1	2	3	4	5	6
1-2	white	black	smoke	ash	cinnamon	honey
3-4	gold	cream	chocolate	blonde	orange	silver
5-6	chestnut	steel	tan	blue	squirrel	fawn

## MARKING LOCATION

	1	2	3	4	5	6
1-2	belly	eye circles	boots	belt	front paw	face triangle
3-4	gloves	hind foot	dappled	brindled	spotted	ears
5-6	agouti	self	tan-pattern	Dutch	albino	roll twice

## MARKING COLOR

1	white	4	black
2	cream	5	none
3	darker	6	tan

## EYE COLOR

1-2	blue
3-4	brown
5	blue-grey
6	red

## EARS

1-2	long
3-4	short
5	long, lop
6	short, lop

## COAT

	1	2	3	4	5	6
1-2	smooth	fluffy	shiny	tidy	soft	gleaming
3-4	rough	coarse	patchy	short	downy	marked
5-6	long	sleek	clean	dull	dense	mop-like

## FORM

	1	2	3	4	5	6
1-2	sleek	solid	muscled	long	lithe	powerful
3-4	healthy	-	-	-	-	-
5-6	weak	twitchy	bouncy	rotund	small	roly-poly

## RABBIT NAMES IN HEDGEROW

	1	2	3	4	5	6
1	Restless	Pippen	Apple	Cloud	Sawfar	Strongarm
2	Hawkbit	Sandy	Acorn	Rowan	Sprint	Dandelion
3	Ash	Jolly	Owlshy	Foxfret	Brave	Strawberry
4	Bug	Leaf	Violet	Daisy	Wilder	Silver
5	Dreamer	Greenlee	Pansy	Basil	Lucky	Thistle
6	Chervil	Hops	Oddfur	Lostagain	Hider	Brighteye

## ABOUT WILD RABBITS

Average lifespan in the wild, a year, at most three. A kit is independent at a month old. A colony is arranged around a dominant rabbit and their bonded friends. Unbonded allies move between groups freely. Rabbits groom up to five times a day. Rabbits eat grasses, flowers, and weeds in the summer and buds, bark, and twigs in the winter. Rabbits will kill.

## SOME ADVICE

Play to find out what happens. Introduce threats by showing evidence of recent badness. Telegraph the threat's intent. Ask yourself, "What do I do?". Roll when you don't know how things should go. Don't pre-plan. Failures push the story forward.

## MORE ENCOUNTERS (3-4)

1	a mutiny, unexpected, unheralded, and unlikely
2	a whispered promise of support in return for something you don't wish to give
3	capture by a rival warren
4	a tempting offer that is too good to be true
5	a warren is found
6	a warren is found

## EVEN MORE ENCOUNTERS (5-6)

1	a predator, occupied with something, but in the way
2	a stream, wide and cold, with many rocks
3	a wide and endless field you must cross
4	a fierce, smoking beast disgorges humans into your path
5	a warren is found
6	a warren is found

## KEY THEMES FOR SETTING SCENES

	1	2	3	4	5	6
1-2	capture	revenge	water	lust	envy	self-interest
3-4	ice	hatred	jealousy	love	hope	despair
5-6	rage	fire	fear	time	history	dominance

## DANGEROUS THINGS

	1	2	3	4	5	6
1-2	snares	dogs	humans	owls	poison	war-party
3-4	foxes	wolves	cats	holes	fences	stranger
5-6	illness	terror	heat	river	snakes	roll twice

## WHERE ARE YOU GOING?

1	a hill, soft and sloping
2	a field where we can regroup
3	a grassy meadow, where our kin await
4	a forest, cool and dark
5	a vast plain, brown and sunny
6	a stately grove, where songbirds sing

## WHAT MARKS IT?

1	with grass high and green
2	occupied by strange, harmless beasts
3	near a trickling brook
4	covered with tangled briars
5	where it never snows
6	near an empty human home